Miguel Mosquera Pérez

🏠 A Coruña, Spain

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🌐 **https://mosqueraperez.es**

in linkedin.com/in/miguelmosquera

📅 Date of Birth: January 16, 1992

Education

❖ **Bachelor's Degree in Computer Engineering**
- **University of A Coruña**, Spain (2010–2018)
- **Adam Mickiewicz University**, Poznań, Poland (2015–2016, Erasmus Program)
- **Specialization**: Computer Engineering & IA

Work Experience

❖ **XR & Game Senior Developer**
Kluge Interactive – EEUU (Remote)
Oct 2023 – Present
- Role: Generalist Developer
- Core Developer for **Synth Riders** (**Quest**, Pico, PlayStation, and **Apple Vision Pro**)
- Prototype development for both Meta and Kluge (VR and non-VR platforms like Nintendo Switch)

❖ **Technical Lead XR**
Bravent – Madrid, Spain (Remote)
Sept 2022 – Oct 2023
- Technical Lead (Jan 2023 – Oct 2023)
- Senior XR Developer (Sept 2022 – Jan 2023)

❖ **Tech Lead & Senior Unity Developer**
Xoia Software Development - A Coruña, Spain
2018 – Sept 2022
- Virtual & Augmented Reality Developer in Unity 3D
- SysAdmin & DevOps
- Development coordinator
- Analyst Programmer
- Tech Lead

Portfolio with some of my projects:
🗂 **https://mosqueraperez.es/#portfolio**

Soft Skills

- Adaptability
- Creativity
- Implication
- Leadership skills
- Initiative
- Organization
- Sociability
- Teamwork

Professional Skills

Background:
- Programming Languages: **C#**, C, C++, Java, .Net, **Python**, Visual Basic, PHP, Pascal, Processing, Arduino.
- Management Tools: Gdocs, OpenOffice, Microsoft Office, Microsoft Project, YouTrack y Jira.
- OS: Windows, Linux & macOS.
- Photo editing and design: CorelDRAW, Corel Photopaint.
- 3D environments and video games: Unity 3D, Shaders, Multiplayer, Animation & basic design/modeling (Blender).
- Augmented Reality (Vuforia, EasyAR, ArKit y ArCore)
- Virtual & Extended Reality (OpenVR, Oculus, WMR, Cardboard)
- Repair of PC equipment, Laptops, Smartphone, Consoles
- Design and development of ROMs for Android
- Design and construction of embedded systems with Arduino,RPi,ESP32
- SysAdmin & DevOps
- 3D printing

Specialized in:
- Senior Developer and Software Architect
- Gameplay systems, UI/UX, and performance optimization
- Internal editor tolos
- CI/CD pipelines and integration of new SDKs and technologies
- Server and external service integration
- Data collection and processing (ETL workflows)
- Regular collaboration with cross-functional teams including design, art, and infrastructure

Languages:
- **Spanish, Galician**: Native
- **English**: Intermediate level